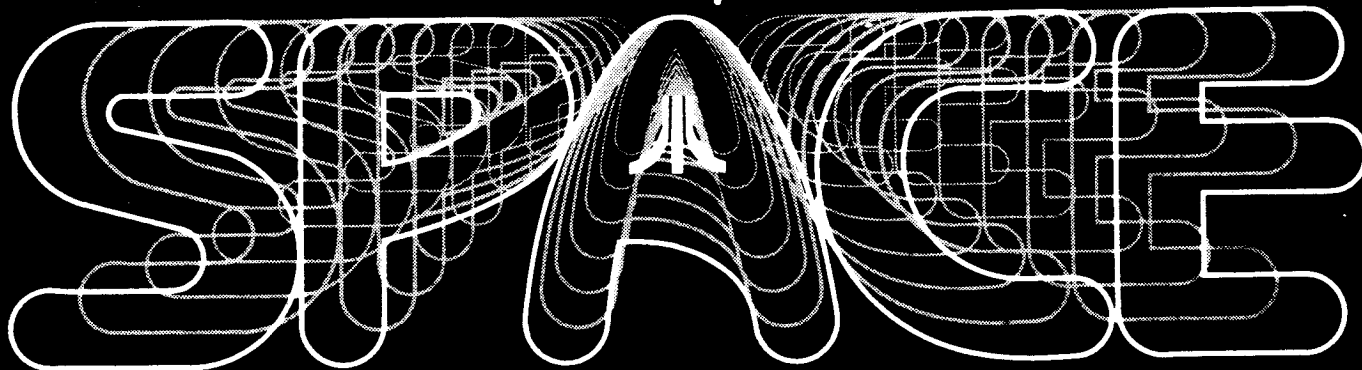


Saint Paul ATARI Computer Enthusiasts



An independent computer user group

OCTOBER - 1984

Bytes From the Pres.

This will be a short article this month since I will be in France during the two weeks in which I usually put this column together. We will have a short version of our normal meeting for October followed by a swap meet. A swap meet is for selling your old software, buying someone else's old software or swapping software. Be sure to bring all documentation with the software you plan to sell. It helps if you mark the prices on the software so people can browse easily. Also, keep the prices low to encourage plenty of activity. (It doesn't hurt my pocketbook as much.) I would suggest taking 50% off the original price you paid for the program when you are trying to sell it, but you are the final judge on what you consider to be fair prices.

You might also like to know that the Twin Cities Computer and Software Exposition will be held October 25 to October 28. SPAC will be manning booth #621 from 10:30 a.m. to 2:30 p.m. on the 27th, courtesy of the Computer User newspaper. We could use some volunteers to help pass out literature and talk about Atari to passers-by. Even if you don't volunteer, perhaps you can come to the fair to look around. We'll discuss this at the meeting.

A Bientot!

The Pres.
Bob Floyd

Rumors, etc.

1) RUMOR: SPAC has filed chapter 11 or 15 bankruptcy... Watch for more on this one.

2) SOMEWHAT A FACT: Atari has stated --- No more news releases from Atari until January 1985... THEY SAID IT (but there still will be rumors.)

3) FACT: We will have a hard time coming up with a disk of the month next month. There will be no TAIG disk of the month and there was nothing on the TAIG disk this month that we haven't already used. Thanks to those of you who donated programs last month. Please, at least some of you, bring a program we can use next month.

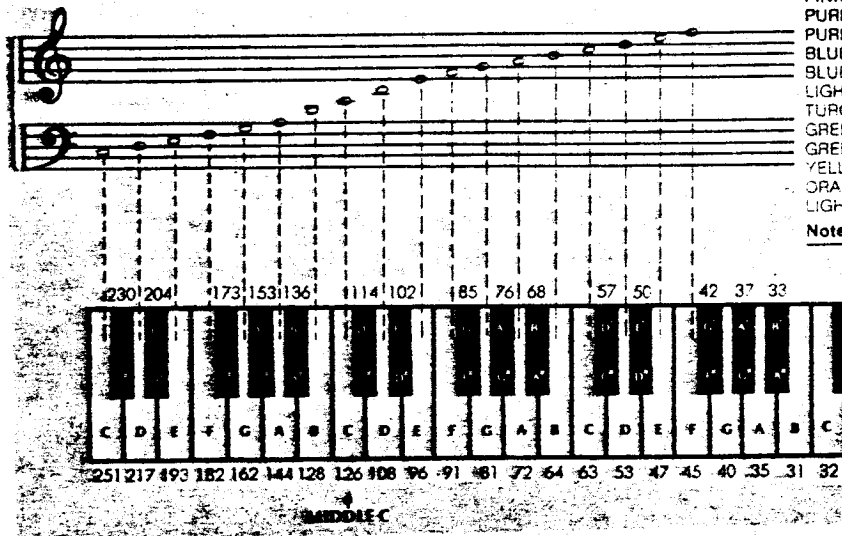
The TAIG BBS is up, new passwords and account numbers are being assigned. To receive a new password just dial into the system and leave a message for the sys. op. This should include: YOUR NAME, PHONE NUMBER, and your THREE choices of a password. The sys. op. said he looks for these messages every day or two.

TAIG is going to get a DISK subscription of ANTIC, and handle it the same way they do the ANALOG subscription, find out more about it at our meeting.

Remember this month we will have a *** SWAP MEET *** after the meeting. Bring those old programs, cartridges, or whatever, and trade or sell them.

TABLE OF MODES AND SCREEN FORMATS

SCREEN FORMAT									
Graphics Mode	Mode Type	Columns	Rows Split Screen	Rows Full Screen	Number of Colors	RAM Required Split	RAM Required Full		
0	TEXT	40	—	24	1-1/2	392	392		
1	TEXT	20	20	24	5	674	672		
2	TEXT	20	10	12	5	424	420		
3	GRAPHICS	40	20	24	4	434	432		
4	GRAPHICS	30	40	48	2	594	596		
5	GRAPHICS	30	40	48	4	1174	1176		
6	GRAPHICS	160	80	96	2	2174	2184		
7	GRAPHICS	160	30	96	4	4190	4200		
8	GRAPHICS	320	160	192	1-1/2	8112	8138		
9	GRAPHICS	30	—	192	1	—	3138		
10	GRAPHICS	30	—	192	9	—	3138		
11	GRAPHICS	30	—	192	16	—	3138		
12	GRAPHICS	40	20	24	5	1154	1152		
13	GRAPHICS	40	10	12	5	264	260		
14	GRAPHICS	160	160	192	2	4270	4296		
15	GRAPHICS	160	160	192	4	8110	8138		



ERROR

CODE ERROR CODE MESSAGE

2	Memory Insufficient
3	Value Error
4	Too Many Variables
5	String Length Error
6	Out of Data Error
7	Number greater than 32767
8	Input Statement Error
9	Array or String DIM Error
10	Argument Stack Overflow
11	Floating Point Overflow/Underflow Error
12	Line Not Found
13	No Matching FOR Statement
14	Line Too Long Error
15	GOSUB or FOR Line Deleted
16	RETURN Error
17	Syntax Error
18	Invalid String Character

Note: The following are INPUT/OUTPUT errors that result during the use of disk drives, printers, or other accessory devices. Further information is provided with the auxiliary hardware.

19	LOAD program Too Long
20	Device Number Larger
21	LOAD File Error
128	BREAK Abort
129	IOCB

130	Nonexistent Device
131	IOCB Write Only
132	Invalid Handler Command
133	Device or File not Open
134	BAD IOCB Number
135	IOCB Read Only Error
136	EOF
137	Truncated Record
138	Device Timeout
139	Device NAK
140	Serial Bus
141	Cursor Out of Range
142	Serial Bus Data Frame Overrun
143	Serial Bus Data Frame Checksum Error
144	Device Done Error
145	Bad Screen Mode Error
146	Function Not Implemented
147	Insufficient Screen RAM
160	Drive Number Error
161	Too many OPEN Files
162	Disk Full
163	Unrecoverable System Data I/O Error
164	File Number Mismatch
165	File Name Error
166	POINT Data Length Error
167	File Locked
168	Invalid Device Command
169	Directory Full
170	File Not Found
171	POINT Invalid
172	Illegal Append
173	Bad Format

TABLE OF SETCOLOR "DEFAULT" COLORS*

Setcolor (Color Register)	Defaults To Color	Luminance	Actual Color
0	2	8	ORANGE
1	12	10	GREEN
2	3	4	DARK BLUE
3	4	6	PINK OR RED
4	0	3	BLACK

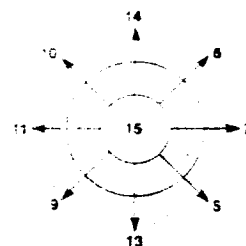
*"DEFAULT" occurs if no SETCOLOR statement is used.

Note: Colors may vary depending upon the television monitor type, condition, and adjustment.

THE ATARI HUE (SETCOLOR COMMAND) NUMBERS AND COLORS*

COLORS	SETCOLOR (aexp2) NUMBERS
GRAY	0
LIGHT ORANGE (GOLD)	1
ORANGE	2
RED-ORANGE	3
PINK	4
PURPLE	5
PURPLE-BLUE	6
BLUE	7
BLUE	8
LIGHT BLUE	9
TURQUOISE	10
GREEN-BLUE	11
GREEN	12
YELLOW-GREEN	13
ORANGE-GREEN	14
LIGHT ORANGE	15

Note: Colors vary with type and adjustment of TV or monitor used.



K: Keyboard. Input only.
P: Printer. Output only.
C: Cassette. Input and Output.
S: Screen (TV). Output only.
E: Screen Editor (keyboard and screen combined). Input and Output.
R: RS232 Handler (ATARI 850 Interface Module).

BAS = SAVED BASIC programs
.LST = LISTed BASIC programs
.DAT = data files
OBJ = Machine language (object) file
TXT = Text file

Don't forget!
Bring your old programs
to the
SWAP MEET!
After the meeting
on Friday.

S.P.A.C.E. Membership Application

Name_____Phone_____Date_____

Address_____City_____State_____Zip_____

Equipment/System-Used_____

Area of interest_____

Special skills, interest, info which might be shared._____

Optional
information: Occupation_____Employer_____

Dues: \$10.00 per year - please inclose check with application.

Mail application and dues to:
St. Paul Atari Computer Enthusiasts
748 Amber Dr., Shoreview, MN 55112

DISK OF THE MONTH

The disk/tape of the month contains programs from the club library. The tapes can be purchased for \$3 and the disks for \$4. The group makes a small profit from the sale of these which go toward supporting some of the things the group does. Each disk/tape usually contains eight to twelve programs. Most of these programs are games with some utilities and demos mixed in. The programs are obtained from trading with other user groups and from submissions from local members. Members who submit a program will receive a disk or tape of the month free! What a deal!!

--THIS MONTH'S PROGRAMS--

Unfortunately, the titles were not available at printing.

The disk of the month may also be obtained by mail. Contact Bill Sterling at 291-7710 (eves.)

President: Bob Floyd - 487-2627
Vice Pres: Bruce Haug - 774-6226
Disk Lib: John Benke - 459-6655
Paper/Educ Lib: Bill Sterling - 291-7710

WANT ADS

Now it is possible for members to place 'Want Ads' in this newsletter. The ads may be for selling used hardware, use software, tutoring services, or just about anything that has to do with Atari. The rates are as follows:

6 Lines	\$1.20	216 Letters
1 Line	.25	36 Letters

The following is a list of advertising rates for vendors or individual members.

Full page	\$18.00	7-1/2" X 10"
Half page	10.00	3-5/8" X 10"
Half page	10.00	7-1/2" X 5"
1/4 page	5.50	3-5/8" X 5"

All advertisements must be paid for when they are submitted. Deadline for ad placement is the last Friday of each month. To place ad or for more info, call the editor.

Editor: Jon Nelson - 484-9027
Treasurer: Max Feuer - 483-3895
Cass Lib: Bruce Haug - 774-6226
Bulletin Board - 544-9058

St. Paul ATARI Computer Enthusiasts
2589 Fisk St.
Roseville, MN 55113

Next SPACE Meeting:
Friday, September 14, 1984
8:00 P.M.

Minnesota Federal Savings & Loan
Lexington Ave. near Larpenteur
Roseville, Minnesota